

FIG 2A

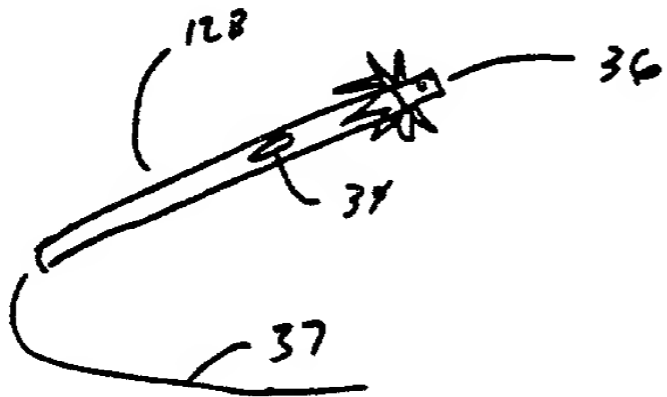


FIG 2B

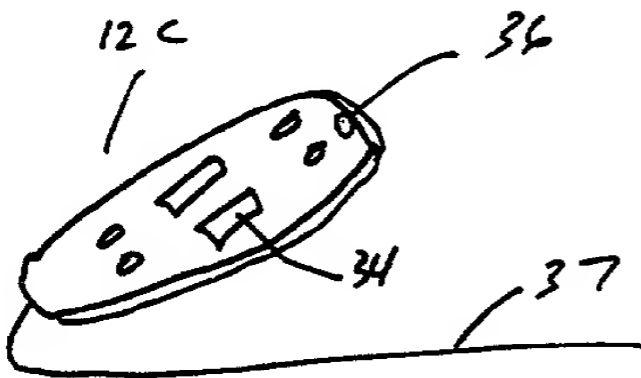


FIG 2C

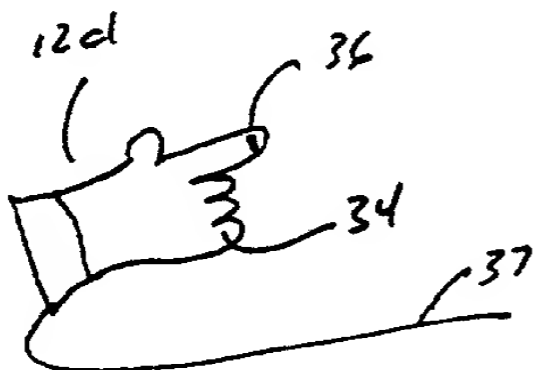


FIG 2D

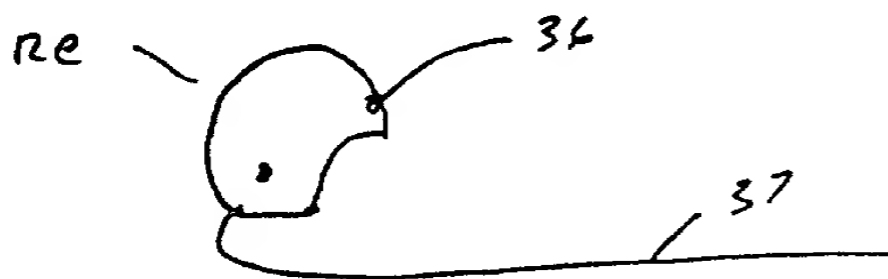


FIG 2E

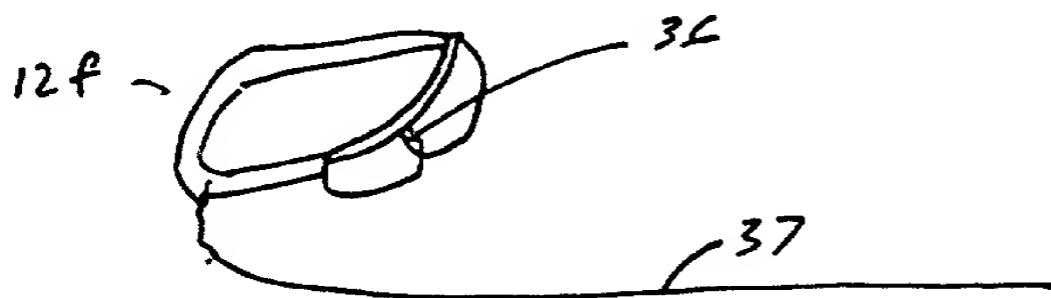


FIG 2F

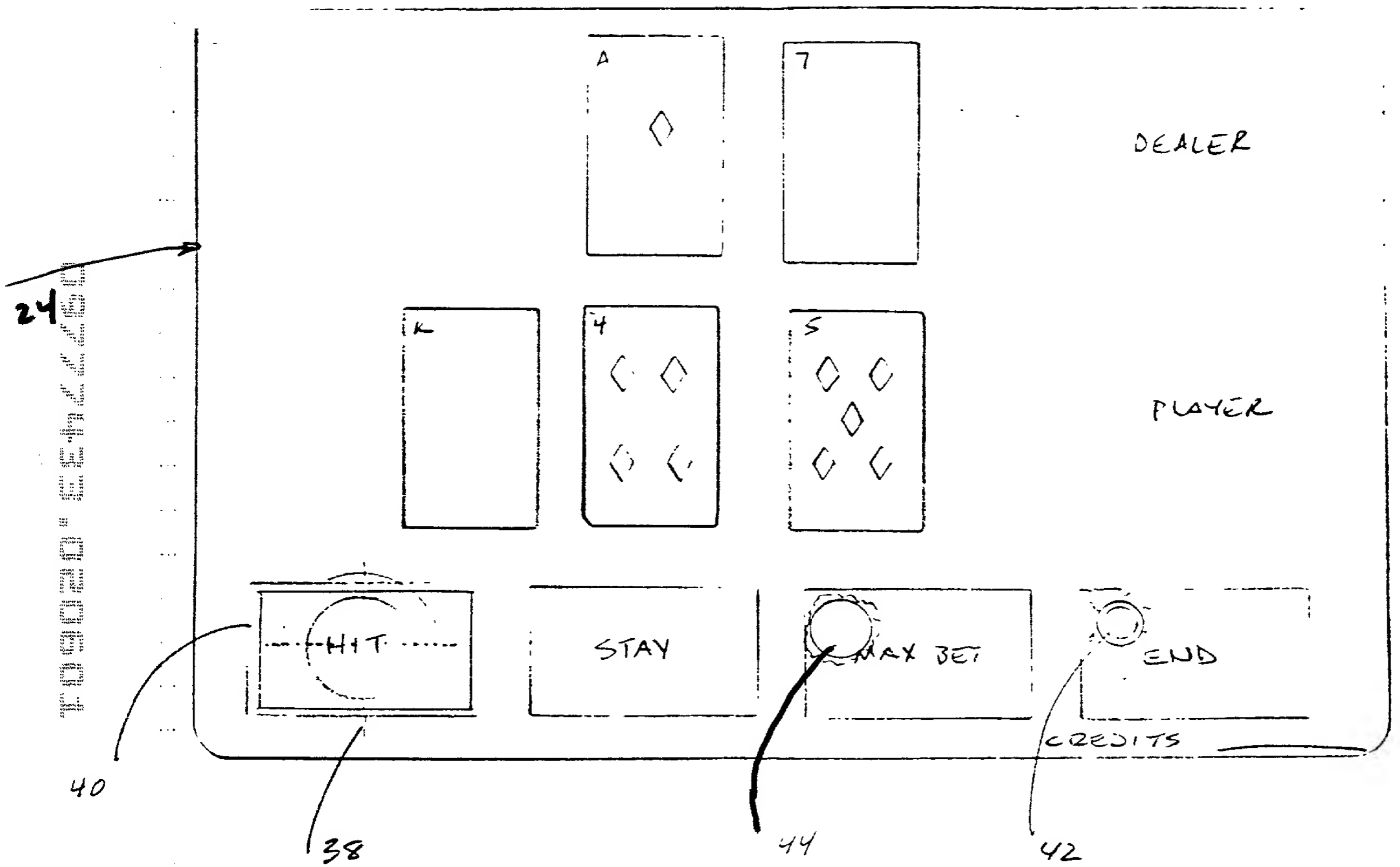


FIG 3

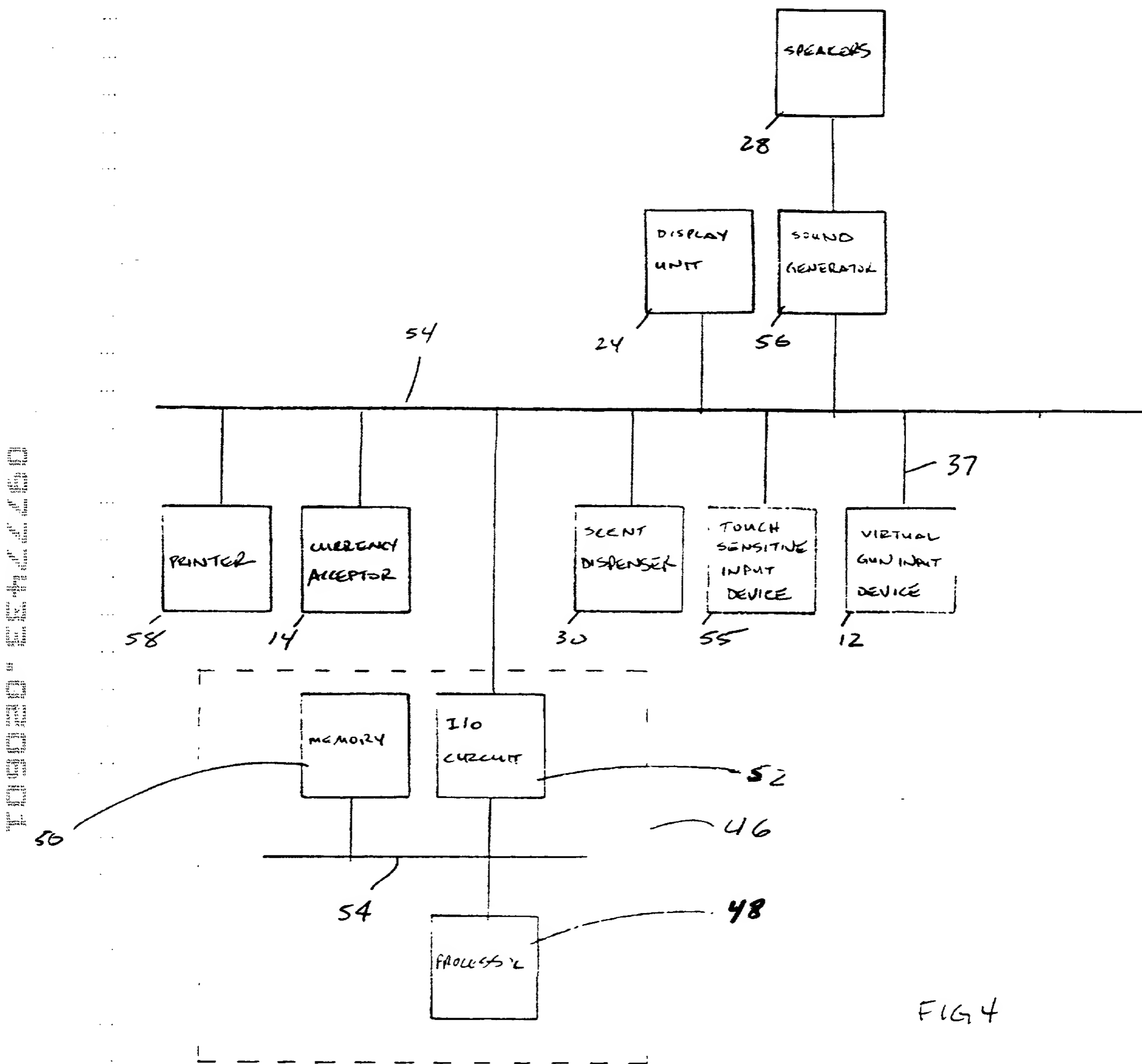


FIG 4

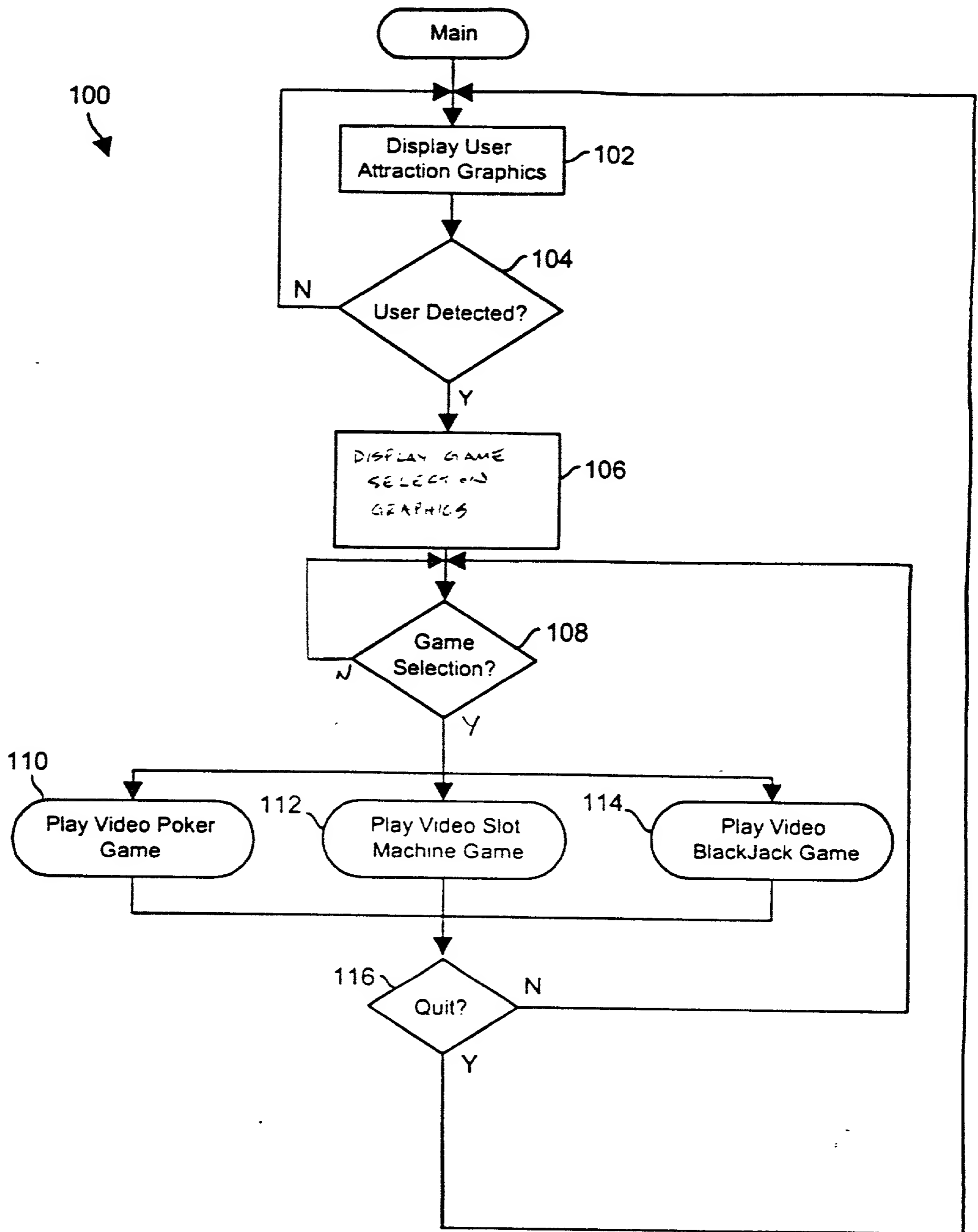


FIG. 5

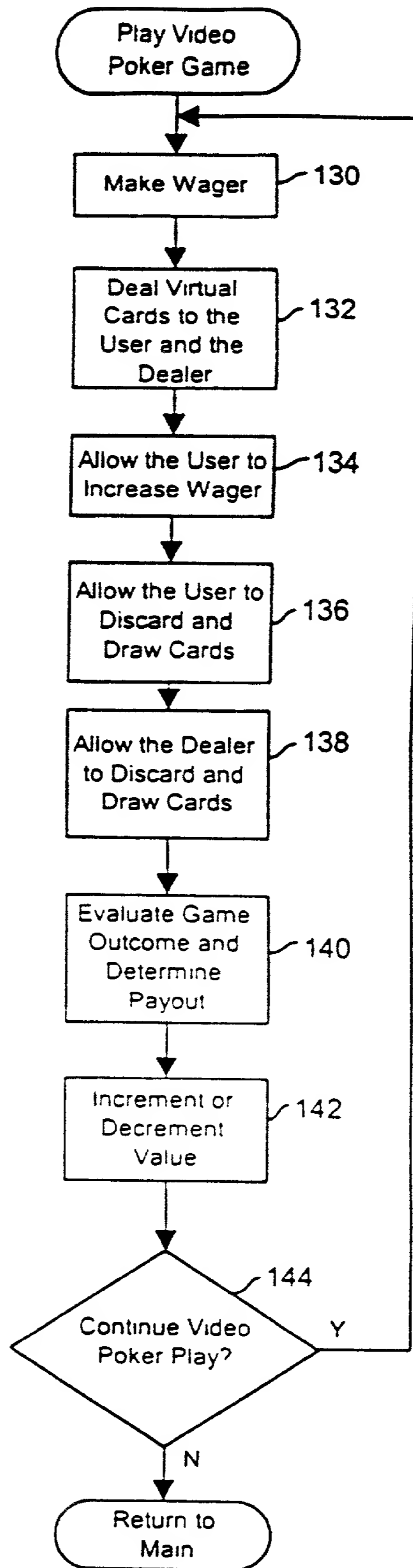


FIG. 6

FIG. 7 is a schematic diagram of a slot machine interface showing a grid of symbols and buttons. The grid consists of five columns and three rows. The top row contains five shaded rectangular symbols, each labeled 152. The middle row contains five rectangular boxes, each labeled 154, containing the following symbols from left to right: A heart A, A club A, A diamond A, K diamond K, and K club K. The bottom row contains six rectangular buttons labeled 160, 166, 166, 166, 166, and 166. The buttons are labeled: CHANGE, HOLD CANCEL, HOLD CANCEL, HOLD CANCEL, HOLD CANCEL, and HOLD CANCEL. Below the buttons are four more buttons labeled 162, 164, 168, and 170, labeled: MENU CASH CREDIT, BET ONE CREDIT, PLAY MAX CREDITS, and DEAL DRAW START. To the right of the buttons is a credit display labeled 172 showing CREDITS: 245. An arrow labeled 150 points to the top row of symbols.

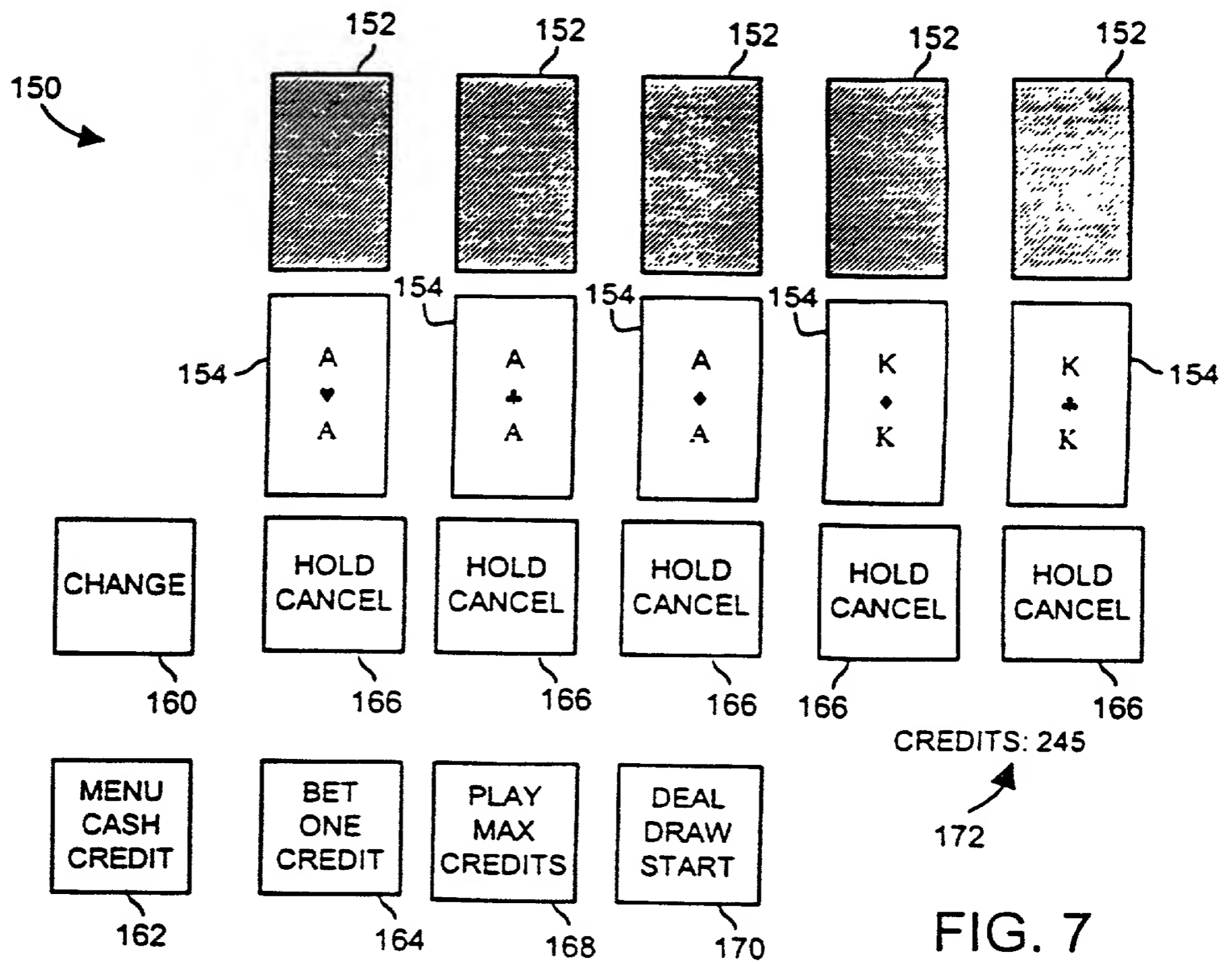


FIG. 7

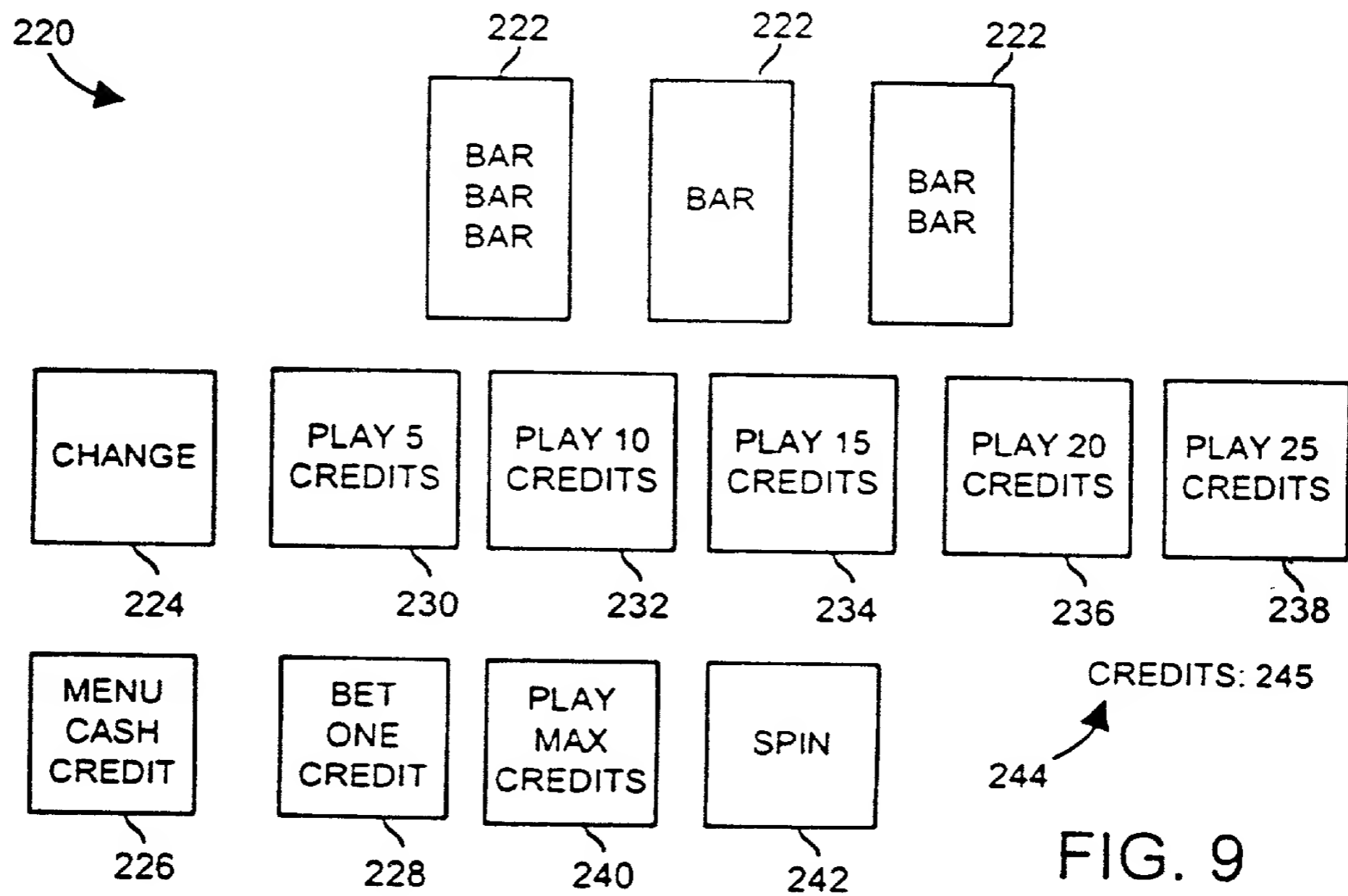


FIG. 9

112
↙

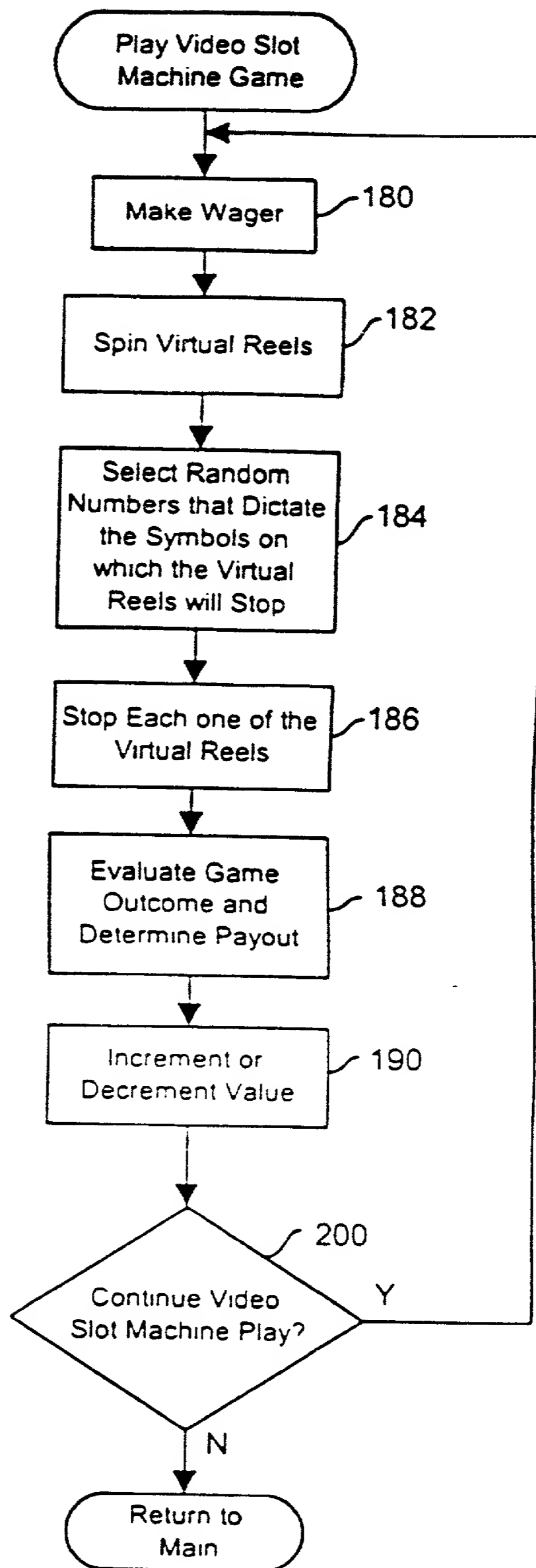


FIG. 8

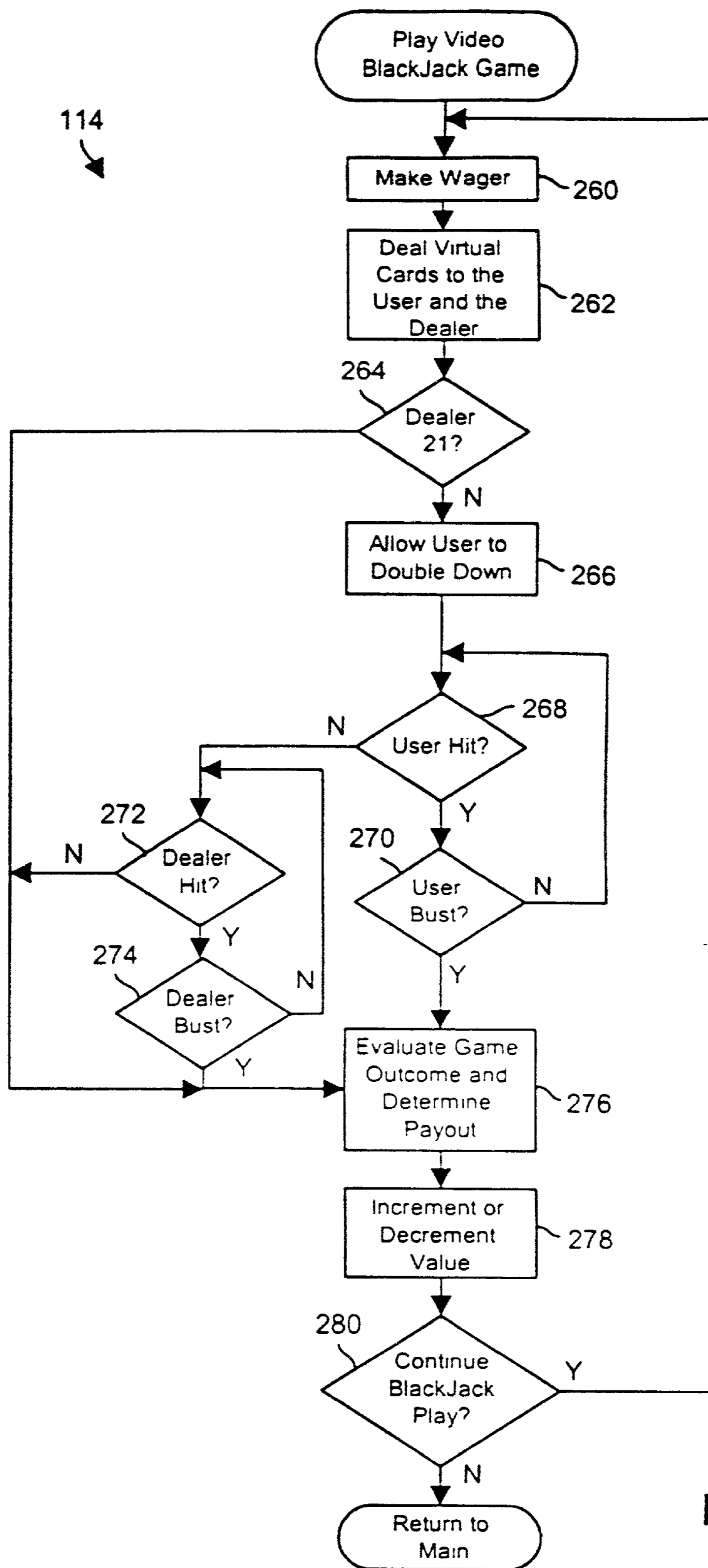


FIG. 10

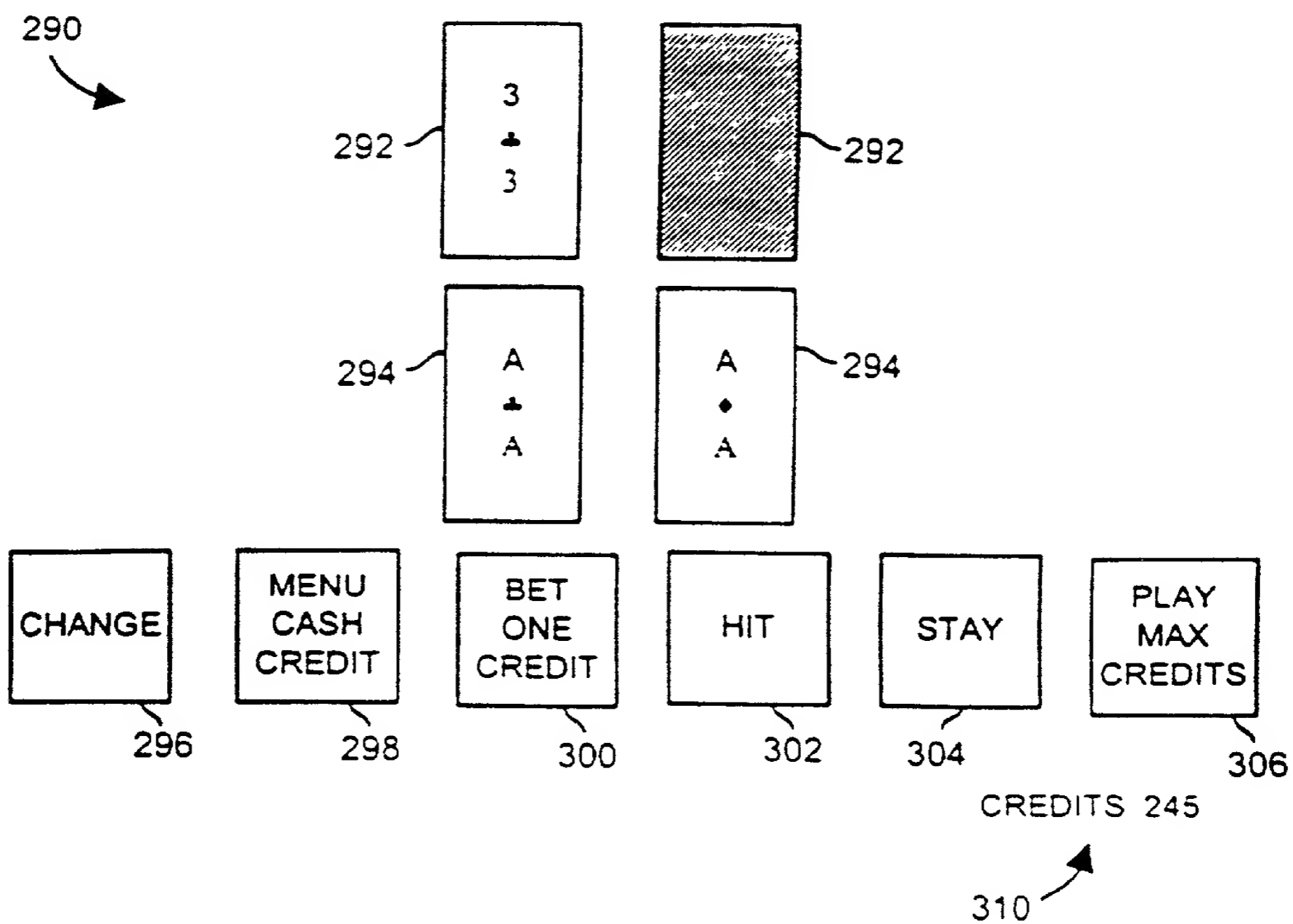


FIG. 11